

Titles of most frequently occurring classifications of patents returned
from a search of 10579054 on Jun 05 , 2008

13 345/156 (7 OR, 6 XR)
SYSTEMS Q ass 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
345/156 . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE

11 345/173 (4 OR, 7 XR)
SYSTEMS Q ass 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
345/156 . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
345/173 .. Touch panel

5 345/179 (2 OR, 3 XR)
SYSTEMS Q ass 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
345/156 . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
345/179 .. Stylus

5 345/163 (1 OR, 4 XR)
SYSTEMS Q ass 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
345/156 . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
345/157 .. Cursor mark position control device
345/163 ... Mouse

5 345/157 (0 OR, 5 XR)
SYSTEMS Q ass 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
345/156 . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
345/157 .. Cursor mark position control device

4 345/174 (0 OR, 4 XR)
SYSTEMS Q ass 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
345/156 . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
345/173 .. Touch panel
345/174 ... Including impedance detection

4 345/167 (1 OR, 3 XR)
SYSTEMS Q ass 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
345/156 . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
345/157 .. Cursor mark position control device
345/167 ... Trackball

4 463/36 (1 OR, 3 XR)
COMPUTER/VIDEO GAME, ETC.) Q ass 463 AMUSEMENT DEVICES: GAMES
463/1 .. INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (E. G.,
463/36 .. Player-actuated control structure (e.g., brain-wave or
body signal, bar-code wand, foot pedal, etc.)

4 463/37 (1 OR, 3 XR)
COMPUTER/VIDEO GAME, ETC.) Q ass 463 AMUSEMENT DEVICES: GAMES
463/1 .. INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (E. G.,
463/36 .. Player-actuated control structure (e.g., brain-wave or
body signal, bar-code wand, foot pedal, etc.)
463/37 ... Hand manipulated (e.g., keyboard, mouse, touch panel,
etc.)

- 4 345/169 (1 OR, 3 XR)
 Class 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
 SYSTEMS 345/156 . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
 345/168 ..Including keyboard
 345/169 ...Portable (i.e., handheld, calculator, remote controller)
- 4 345/168 (0 OR, 4 XR)
 Class 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
 SYSTEMS 345/156 . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
 345/168 ..Including keyboard
- 3 345/158 (0 OR, 3 XR)
 Class 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
 SYSTEMS 345/156 . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
 345/157 ..Cursor mark position control device
 345/158 ...Including orientation sensors (e.g., infrared,
 ultrasonic, remotely controlled)
- 3 463/30 (0 OR, 3 XR)
 Class 463 AMUSEMENT DEVICES: GAMES
 463/1 ..INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (E.G.,
 COMPUTER/VIDEO GAME, ETC.)
 463/30 ..Perceptible output or display (e.g., tactile, etc.)
- 3 715/716 (0 OR, 3 XR)
 Class 715 DATA PROCESSING: PRESENTATION PROCESSING OF DOCUMENT,
 OPERATOR INTERFACE PROCESSING AND SCREEN SAVER DISPLAY PROCESSING
 715/700 . OPERATOR INTERFACE (E.G., GRAPHICAL USER INTERFACE)
 715/716 ..On screen video or audio system interface
- 3 715/727 (0 OR, 3 XR)
 Class 715 DATA PROCESSING: PRESENTATION PROCESSING OF DOCUMENT,
 OPERATOR INTERFACE PROCESSING AND SCREEN SAVER DISPLAY PROCESSING
 715/700 . OPERATOR INTERFACE (E.G., GRAPHICAL USER INTERFACE)
 715/727 ..Audio user interface
- 2 345/180 (0 OR, 2 XR)
 Class 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY
 SYSTEMS 345/156 . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE
 345/180 ..Light pen for CRT display
- 2 244/227 (0 OR, 2 XR)
 Class 244 AERONAUTICS AND ASTRONAUTICS
 244/75.1 . AIRCRAFT CONTROL
 244/220 ..Pilot operated
 244/221 ...Control system
 244/226Fluid
 244/227With electric control
- 2 463/31 (1 OR, 1 XR)
 Class 463 AMUSEMENT DEVICES: GAMES
 463/1 ..INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (E.G.,
 COMPUTER/VIDEO GAME, ETC.)
 463/30 ..Perceptible output or display (e.g., tactile, etc.)
 463/31 ...Visual (e.g., enhanced graphics, etc.)
- 2 345/473 (2 OR, 0 XR)
 Class 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY

SYSTEMS

345/418 . COMPUTER GRAPHICS PROCESSING
345/473 .. Animation

2 345/474 (0 OR 2 XR)

Class 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY

SYSTEMS

345/418 . COMPUTER GRAPHICS PROCESSING
345/473 .. Animation
345/474 ... Motion planning or control

2 463/38 (0 OR 2 XR)

Class 463 AMUSEMENT DEVICES: GAMES

463/1 . INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (E.G.,
COMPUTER/VIDEO GAME, ETC.)

463/36 .. Player-actuated control structure (e.g., brain-wave or
body signal, bar-code wand, foot pedal, etc.)

463/37 ... Hand manipulated (e.g., keyboard, mouse, touch panel,
etc.)

463/38 Pivotaly-translatable handle (e.g., joystick, etc.)

2 715/728 (1 OR 1 XR)

Class 715 DATA PROCESSING: PRESENTATION PROCESSING OF DOCUMENT,
OPERATOR INTERFACE PROCESSING AND SCREEN SAVER DISPLAY PROCESSING

715/700 . OPERATOR INTERFACE (E.G., GRAPHICAL USER INTERFACE)

715/727 .. Audio user interface

715/728 ... Audio input for on-screen manipulation (e.g., voice
controlled GUI)

2 455/566 (0 OR 2 XR)

Class 455 TELECOMMUNICATIONS

455/73 . TRANSMITTER AND RECEIVER AT SAME STATION (E.G.,
TRANSCIEVER)

455/550.1 .. Radiotelephone equipment detail

455/566 ... Having display

2 345/161 (0 OR 2 XR)

Class 345 COMPUTER GRAPHICS PROCESSING AND SELECTIVE VISUAL DISPLAY

SYSTEMS

345/156 . DISPLAY PERIPHERAL INTERFACE INPUT DEVICE

345/157 .. Cursor mark position control device

345/161 ... Joystick